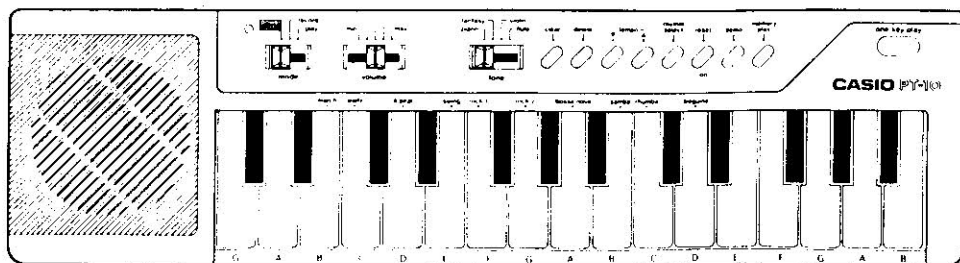


# CASIO PT-10



## Operation Manual Manual de Operación

SA071525803B \* Printed in Japan

## ELECTRONIC MUSICAL INSTRUMENT

Thank you very much for purchasing the Casio PT-10. The PT-10 has a variety of musical features in its compact body, offering happy times for everyone.

**Melody Storage:** You can store any melody in the memory of the PT-10.

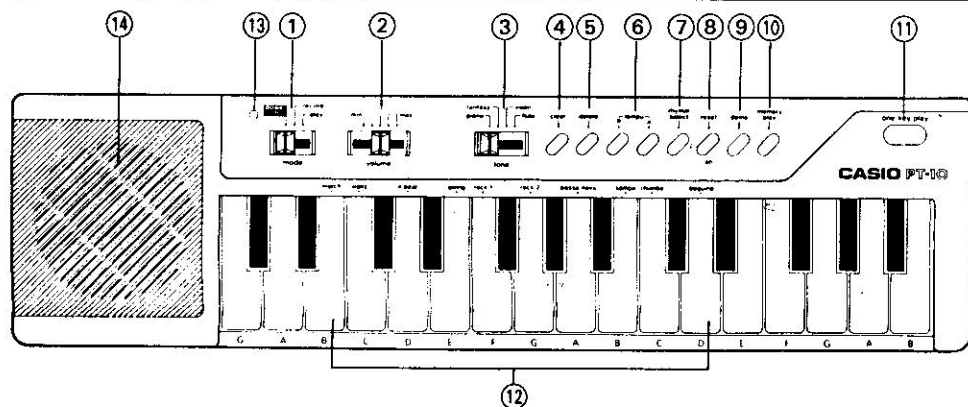
**Auto-play:** The stored melody can be played back automatically.

**One Key Play:** You can play the stored melody with just one finger.

**Sound Variation:** You can select from 3 popular instrumental tones and 'Fantasy'.

**Auto-rhythms:** A variety of 10 rhythms can be chosen from according to your taste.

## Guide to each part



b. Press the 'clear' button, (this empties the memory).

clear

c. Play your notes on the keyboard at your own speed.



Try this song as a starter:



If you make a mistake, press the 'delete' button, then enter the correct note.

## 2. Now enter the duration of each note

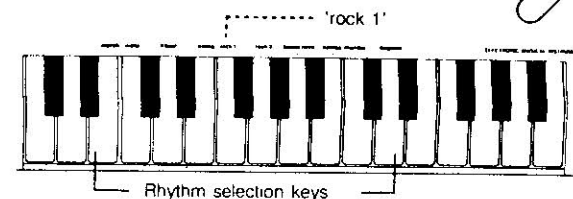
a. Press the 'reset' button.

reset



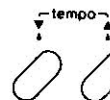
b. Choose the most appropriate rhythm by first pressing the 'rhythm select' button and then a Rhythm selection key. 'Rock 1' will match the above melody.

rhythm select



Rhythm selection keys

c. Set a suitable tempo by using Tempo control.



d. Play the melody as you sing it, using the One Key Play button.

■ Each press of the One Key Play button will play a stored note.

■ After the last note of the melody, press a One Key Play button once more in time with the rhythm. (This rounds off the performance.)

## Notes

1. Memory capacity:

Up to 100 notes can be stored in the memory of the PT-10.

\* You can enter two or more melodies as long as their total notes are less than 100.

If you want to enter another melody, set the mode selector to 'record' and play the present melody to the end with One Key Play button, then enter the next.

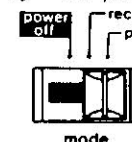
2. If the power is turned off, the memory contents are cleared.

## 2 Enjoying Auto-play or One Key Play

Now play back the stored melody by Auto-play or One Key Play.

### 1. Auto-play

a. Set the mode selector to 'play'.



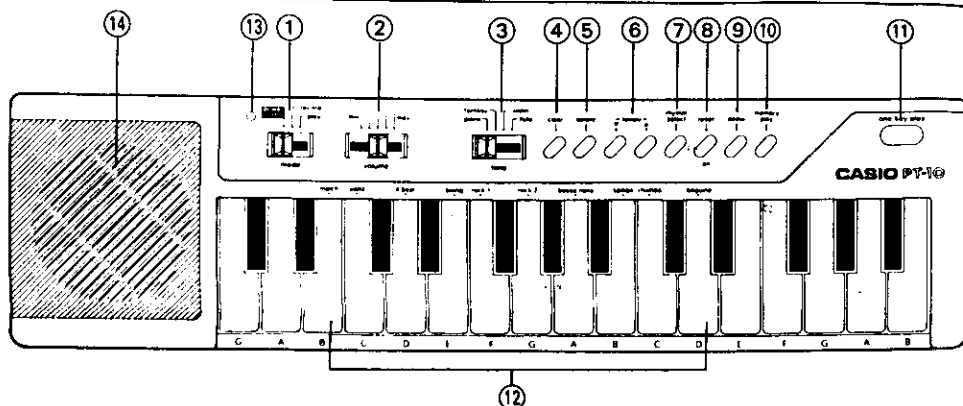
mode

b. Start the rhythm. First press the 'rhythm select' button and then select a rhythm by the Rhythm selection key.

rhythm select

**Sound Variation:** You can select from 3 popular instrumental tones and Fantasy.  
**Auto-rhythms:** A variety of 10 rhythms can be chosen from according to your taste.

## Guide to each part



## 1 Functions of each button

### 1 Mode selector

power off ..... Always set at this position when the keyboard is not in use.  
 record ..... To input any melody into the memory.  
 play ..... For usual playing of the keyboard or One Key Play or Memory Play.

### 2 Volume control

The volume level can be set at 5 positions.

### 3 Preset sound selector

The PT-10 offers 4 instrumental sounds (piano, fantasy, violin, flute). You can freely choose from them.

### 4 Clear button

This button is used to clear the previous memory contents. First set the Mode selector to "record" and then press the clear button. Now it's ready to receive another input.

### 5 Delete button

If you make a mistake when storing a melody in the memory, use this button. It works in 3 ways: 1) to delete an unnecessary note, 2) to replace with a correct note, 3) to add in a necessary note. See page 13 for details.

### 6 Tempo control

You can choose 19 tempos from slow to fast. Every tap of the up-button (▲) speed up tempo, and each tap of the down-button (▼) slows it down.

### 7 Rhythm select button

To select one of the 10 auto-rhythm, first press this button and then choose a rhythm on the Rhythm selection keys. The rhythm will start the moment you press the Rhythm selection key.

### 8 Reset button

Press this button when you have finished storing a melody in the memory. It also turns the power on again after auto power-off.

### 9 Demo (demonstration) button

Press this button to hear a preset German song.

### 10 Memory Play button

If you press this button after storing a melody in the memory, it will be played back automatically.

After the last note of the melody, press a One Key Play button once more in time with the rhythm. (This rounds off the performance.)

## Notes

### 1. Memory capacity:

Up to 100 notes can be stored in the memory of the PT-10.

\*You can enter two or more melodies as long as their total notes are less than 100. If you want to enter another melody, set the mode selector to 'record' and play the present melody to the end with One Key Play button, then enter the next.

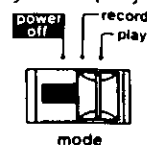
2. If the power is turned off, the memory contents are cleared.

## 2 Enjoying Auto-play or One Key Play

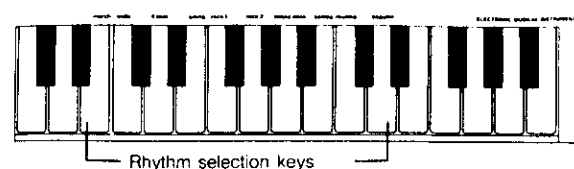
Now play back the stored melody by Auto-play or One Key Play.

### 1. Auto-play

a. Set the mode selector to 'play'.



b. Start the rhythm. First press the 'rhythm select' button and then select a rhythm by the Rhythm selection key.



c. Press the Memory Play button in time with the rhythm.

\*The Auto-play starts. To stop the Auto-play, press the reset button.



### 2. One Key Play

a. Set the mode selector to 'play'.

b. Start the rhythm.

c. Tap the One Key Play button.

## Notes

■ When you want Auto-play or One Key Play without auto-rhythm, omit a.b. in the above procedure.

■ One Key Play can be repeated if you continue to press the One Key Play button after the tune ends.

## 3 Correcting a wrong note

### 1. For immediate correction:

Press the Delete button (a high-pitched check signal will be heard) and play the correct note.

### 2. Correction after storing:

Set the mode selector to 'record' and take the melody with the One Key Play button up to the note you want to correct. When you have found the mistake, correct it as follows.

a. Deleting an unnecessary note;

Press the Delete button and the note will be deleted.

b. Replacing the correct note;

Press the Delete button and the note will be deleted.

them.

### ① Clear button

This button is used to clear the previous memory contents. First set the Mode selector to "record" and then press the clear button. Now it's ready to receive another input.

### ② Delete button

If you make a mistake when storing a melody in the memory, use this button. It works in 3 ways: 1) to delete an unnecessary note, 2) to replace with a correct note, 3) to add in a necessary note. See page 13 for details.

### ③ Tempo

You can change the tempo by using the up-button (▲) speed up tempo, and each tap of the down-button (▼) slows it down.

### ④ Rhythm select button

To select one of the 10 auto-rhythm, first press this button and then choose a rhythm on the Rhythm selection keys. The rhythm will start the moment you press the Rhythm selection key.

### ⑤ Reset button

Press this button when you have finished storing a melody in the memory. It also turns the power on again after auto power-off.

### ⑥ Demo (demonstration) button

Press this button to hear a preset German song.

### ⑦ Memory Play button

If you press this button after storing a melody in the memory, it will be played back automatically.

### ⑧ One Key Play button

Each time the button is pressed, the notes stored in the memory will come out.

### ⑨ Rhythm selection keys

After pressing Rhythm select button, select a rhythm by pressing one of these keys.

### ⑩ Power lamp

### ⑪ Built-in speaker

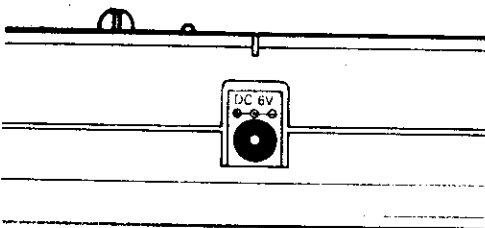
## 2 Power supply

The PT-10 operates on dry batteries or home AC power by using AC adaptor.

**Dry batteries:** Use 4 AA-size manganese dry batteries. Weakened batteries will result in lower volume or poor tonal quality. The power lamp loses its brightness when the batteries weaken. At this time replace the used batteries with new ones.  
*Battery life is about 12 playing-hours with high-performance batteries.*

When you replace the batteries, take care not to reverse their polarity. It is advisable to replace all four batteries at the same time for longer battery life.

**Home AC power:** Use an AC adaptor (AD-4160, optional), which has the same voltage rating (100, 117, 220 or 240V) as your power supply to prevent component damage. (AC adaptor jack found in the rear panel.)



- Set the mode selector to 'play'.
- Start the rhythm.
- Tap the One Key Play button.

### Notes

- When you want Auto-play or One Key Play without auto-rhythm, omit a.b. in the above procedure.
- One Key Play can be repeated if you continue to press the One Key Play button after the tune ends.

## 3 Correcting a wrong note

### 1. For immediate correction:

Press the Delete button (a high-pitched check signal will be heard) and play the correct note.

### 2. Correction after storing:

Set the mode selector to 'record' and take the melody with the One Key Play button up to the note you want to correct. When you have found the mistake, correct it as follows.

- Deleting an unnecessary note;  
Press the Delete button and the note will be deleted.
- Replacing the correct note;  
After pressing the Delete button, play the correct note.
- Adding an extra note;  
Move to the sound immediately before the point where you want to insert the note using the One Key Play button, then play the additional note.

## Care of your unit

### 1. Avoid heat, humidity or direct sunlight.

Do not overexpose the unit to direct sunlight, or place near an air conditioner, or in any extremely hot place.

### 2. Take care not to drop the unit and avoid strong shocks.

A strong shock may cause malfunctions. When carrying or transporting the unit, protect the keyboard and switches with soft materials.

### 3. Keep the unit free of liquids, dust, etc.

Do not allow bits and pieces to get between the keys, especially metallic objects such as hairpins, sewing needles or coins. Also, do not let the unit get wet.

### 4. Never attempt to modify any parts of the unit.

The unit is a precision instrument, made up of electronic parts. Any modification of, or tampering with inner parts may cause problems.

### 5. Do not apply lacquer, thinner or similar chemicals.

Clean the keyboard with a soft cloth dampened with detergent. (Soak the cloth in a detergent and squeeze until almost dry.)

## Specifications

**Number of keys:** 28 keys (monophonic)

**Preset sounds:** 4 kinds: piano, fantasy, violin, flute

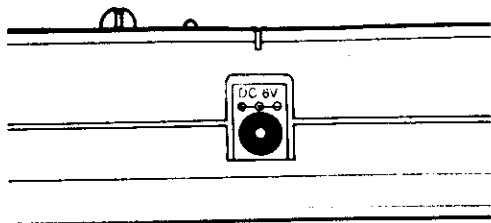
**Built-in rhythms:** 10 kinds: march, waltz, 4 beat, swing, rock 1, rock 2, bossa

**Power supply**  
The PT-10 operates on dry batteries or home AC power by using AC adaptor.

**Dry batteries:** Use 4 AA-size manganese dry batteries. Weakened batteries will result in lower volume or poor tonal quality. The power lamp loses its brightness when the batteries weaken. At this time replace the used batteries with new ones. Battery life is about 12 playing-hours with high-performance batteries.

When you replace the batteries, take care not to reverse their polarity. It is advisable to replace all four batteries at the same time for longer battery life.

**Home AC power:** Use an AC adaptor (AD-4160, optional), which has the same voltage rating (100, 117, 220 or 240V) as your power supply to prevent component damage. (AC adaptor jack found in the rear panel.)



### Auto power-off function

For power economy, an automatic power cut-off activates after 6 minutes if you do not touch the keys. Power will resume by pressing the reset button.

### Caution:

- Turn off the power of the PT-10 when connecting the AC adaptor.
- When batteries are not used for a long time, remove them from the battery compartment.
- When the adaptor is left connected to an AC outlet, it may warm up, but this is quite normal. If not used for a long time, disconnect the adaptor.
- The following misuse may lead to battery burst.
  1. Use of an AC adaptor other than a genuine Casio adaptor.
  2. Insertion of batteries with incorrect polarities (+, -).

## Enjoying 'Memory play'

The PT-10 has a memory which holds any melody of up to 100 notes. After storing a melody, you can enjoy playing it back by Auto-play or One Key Play.

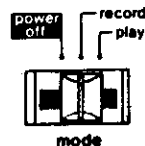
### 1 Storing a melody

To put a melody into the memory, enter each note in proper order by playing them at any pace on the keyboard. Then to set the duration of each note, replay them on One Key Play, setting each note's length.

Follow these steps:

#### 1. Entering notes

- a. Set the mode selector to 'record'.



### 2. Take care not to drop the unit and avoid strong shocks.

A strong shock may cause malfunctions. When carrying or transporting the unit, protect the keyboard and switches with soft materials.

### 3. Keep the unit free of liquids, dust, etc.

Do not allow bits and pieces to get between the keys, especially metallic objects such as hairpins, sewing needles or coins. Also, do not let the unit get wet.

### 4. Never attempt to modify any parts of the unit.

The unit is a precision instrument, made up of electronic parts. Any modification of, or tampering with inner parts may cause problems.

### 5. Do not apply lacquer, thinner or similar chemicals.

Clean the keyboard with a soft cloth dampened with detergent. (Soak the cloth in a detergent and squeeze until almost dry.)

## Specifications

**Number of keys:** 20 keys (monophonic)

**Preset sounds:** 4 kinds: piano, fantasy, violin, flute

**Built-in rhythms:** 10 kinds: march, waltz, 4 beat, swing, rock 1, rock 2, bossa nova, samba, rhumba, bequene

### Memory play function:

- \* Manual memory  
memory capacity = up to 100 notes.
- \* Auto-play
- \* One Key Play

**Built-in speaker:** 6.5cm dia. (output = 0.5W)

**Power source:** 2-way AC/DC power source;

AC: 100, 117, 220 or 240V ( $\pm 10V$ ), 50/60 Hz, with AC adaptor AD-4160 (optional)

DC: 4 AA size manganese dry batteries.

Battery life = about 12 playing-hours.

**Power consumption:** 0.8W

**Dimensions:** 345(W)  $\times$  93.8(D)  $\times$  35.7(H)mm (13 $\frac{3}{16}$ "(W)  $\times$  3 $\frac{1}{16}$ "(D)  $\times$  1 $\frac{3}{8}$ "(H))

**Weight:** 0.44 kg. (0.9 lbs) including batteries.

**Body finish:** Ivory, Red, Black

\*Design and specifications are subject to change without notice.

### GUIDELINES LAID DOWN BY FCC RULES FOR USE OF THE UNIT IN THE U.S.A. (not applicable to other areas).

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined

by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- ... reorient the receiving antenna
- ... relocate the computer with respect to the receiver
- ... move the computer away from the receiver
- ... plug the computer into a different outlet so that computer and receiver are on different branch circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems". This booklet is available from the US Government Printing Office, Washington, D.C. 20460. Stock # 004-000 00345 4